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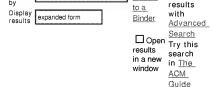
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1 Meeting technology challenges of pervasive augmented reality games

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Wolfgang Broll, Jan Ohlenburg, Irma Lindt, Iris Herbst, Anne-Kathrin Braun
October NetGames '06: Proceedings of 5th ACM SIGCOMM workshop on Network
2006 and system support for games
Publisher: ACM

Full text available: pol(370.77

KB)

Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 484, Citation Count: 0

Pervasive games provide a new type of game combining new technologies with the real environment of the players. While this already poses new challenges to the game developer, requirements are even higher for pervasive Augmented Reality games, where the ...

Keywords: augmented reality, mixed reality, pervasive gaming, ubiquitous computing

Level set and PDE methods for computer graphics

August

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker SLGGRAPH '04: ACM SLGGRAPH 2004 Course Notes

2004

Publisher: ACM

Full text available: pdf(17.07

MB)

Additional Information: full citation, abstract, cited by

Bibliometrics: Downloads (6 Weeks): 57. Downloads (12 Months): 1315. Citation Count: 4

Level set methods, an important class of partial differential equation (PDE) methods. define dynamic surfaces implicitly as the level set (iso-surface) of a sampled. evolving nD function. The course begins with preparatory material that introduces the

3 Communicating user's focus of attention by image processing as input for a



mobile museum auide

Adriano Albertini, Roberto Brunelli, Oliviero Stock, Massimo Zancanaro January IUI '05: Proceedings of the 10th international conference on Intelligent

2005 user interfaces Publisher: ACM

Full text available: pdi(204.31

Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 2. Downloads (12 Months): 32. Citation Count: 1

The paper presents a first prototype of a handheld museum guide delivering contextualized information based on the recognition of drawing details selected by the user through the guide camera. The resulting interaction modality has been analyzed and ...

Keywords: appearance-based recognition, human-machine interaction, machine learning

Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutjerrez July SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

2006

Publisher: ACM

Full text available: pdf(5.07 MB) mov(68:6

MIN)

Additional Information: full citation, appendices and

supplements, abstract, references, cited by, index

terms

Bibliometrics: Downloads (6 Weeks): 102. Downloads (12 Months): 1805. Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, humancomputer interaction, multi-user, networked applications, perception, virtual reality

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